

WHAT IS CLAIMED IS:

1. A gaming machine for providing a game playing with a trading card which stores character data of a character and has a surface printed with a detail of the character data;

the gaming machine comprising:

a data updating device which writes changed character data in the trading card in response to a change in the character data according to a state of proceeding with the game; and

a printing device which prints a detail of the changed character data onto the surface of the trading card.

2. A gaming machine according to claim 1, further comprising an erasing device which erases the detail of the character data printed previously when the printing device prints the detail of the changed character data onto the surface of the trading card.

3. A gaming machine according to claim 1, wherein, when printing the detail of the changed character data onto the surface of the trading card, the printing device is utilized so as to add the detail of the changed character data to the detail of the character data printed previously.

4. A gaming machine according to claim 1, further comprising a trading card moving device having a slot which inserts and discharges the trading card, the trading card moving device moving the trading card inserted in the slot into the gaming machine.

5. A plurality of gaming machines is arranged in parallel, wherein at least one of the gaming machines comprises:

a data updating device which writes changed character data in a trading card in response to a change in the character data according to a state of proceeding with a game; and

a printing device which prints a detail of the changed character data onto the surface of the trading card.

6. A trading card for a gaming machine;
the trading card storing character data of a character and having a surface printed with a detail of the character data;
wherein the detail of the character data is printable a plurality of times.
7. A trading card for a gaming machine;
the trading card storing character data of a character and having a surface printed with a detail of the character data;
wherein the detail of the character data is repeatedly erasable and printable.
8. A trading card according to claim 7, wherein a transponder of a radio frequency identification (RFID) system is utilized as the trading card.
9. A trading card according to claim 7, wherein the detail of the character data printed in the trading card is at least one of a figure of the character, a capacity value of the character, and a number of appearances of the character in the game.
10. A trading card according to claim 7, wherein the trading card comprises therein an antenna and single chip which allow a radio wave to be transmitted and received, and further comprises a color layer which generates heat upon irradiation with light having a specific wavelength, and a rewritable layer laminated on the color layer and adapted to become transparent or opaque depending on heat.
11. A trading card according to claim 10, wherein the trading card is configured such that, when heated to a specific temperature, the rewritable layer becomes transparent so that the detail of the character data printed on the surface is erased.
12. A trading card according to claim 10, wherein the trading card is configured such that, when irradiated with light having a predetermined pattern, the rewritable layer selectively becomes opaque so that the detail of the character data appears on the trading card and is printed.
13. A game system comprising:

a trading card which stores character data of a character and has a surface printed with a detail of the character data;

a game controlling device which proceeds with a game according to the character data stored in the trading card and a control signal from a controller;

a data updating device which writes changed character data in the trading card in response to a change in the character data according to a state of proceeding with the game; and

a printing device which prints a detail of the changed character data onto the surface of the trading card.

14. A game system according to claim 13, further comprising an erasing device which erases the detail of the character data printed previously when the printing device prints the detail of the changed character data onto the surface of the trading card.

15. A game system according to claim 13, wherein, when printing the detail of the changed character data onto the surface of the trading card, the printing device is utilized so as to add the detail of the changed character data to the detail of the character data printed previously.

16. A game system according to claim 13, further comprising trading card moving device having a slot which inserts and discharges the trading card, the trading card moving device moving the trading card inserted in the slot into the game system.

17. A plurality of game systems is arranged in parallel, wherein at least one of the game system comprises:

a trading card which stores character data of a character and has a surface printed with a detail of the character data;

a game controlling device which proceeds with a game according to the character data stored in the trading card and a control signal from a controller;

a data updating device which writes changed character data in the trading card in response to a change in the character data according to a state of proceeding

with the game; and

a printing device which prints a detail of the changed character data onto the surface of the trading card.

18. A gaming machine for providing a game playing with a trading card which stores character data of a character and has a surface printed with a detail of the character data;

the gaming machine comprising:

updating means for writing changed character data in the trading card in response to a change in the character data according to a state of proceeding with the game; and

printing means for printing a detail of the changed character data onto the surface of the trading card.

19. A gaming machine according to claim 18, further comprising erasing means for erasing the detail of the character data printed previously when the printing means prints the detail of the changed character data onto the surface of the trading card.

20. A game system comprising:

a trading card which stores character data of a character and which has a surface printed with a detail of the character data;

game controlling means for proceeding with a game according to the character data stored in the trading card and a control signal from a controller;

updating means for writing changed character data in the trading card in response to a change in the character data according to a state of proceeding with the game; and

printing means for printing a detail of the changed character data onto the surface of the trading card.